Tag: level

Description:

This is the root tag for a level. It can have only two types of children tags.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| global | Not required, there can only be max of one |
| room | There needs to be at least one of these tags. However there is no limit on the max number of these tagsS |

Tag: global

Description:

There can be only one of these tags. This tag can contain only two tags, character and items. Neither is required.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| items | Not required, there can only be max of one |
| character | Not required, there can only be max of one |

Tag: room

Description:

This tag contains a multitude of tags. This defines a room in the game.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| id | Required and there can only be one of these |
| name | Not required, there can only be max of one |
| startRoom | Not required, there can only be max of one, value is true to set the room as the starting room |
| npc | Not required, and there is no limit on the max number of these |
| rooms | Not required, there can only be max of one |

Tag: character

Description:  
This tag specifies the information for the main character.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| name | Not required, there can only be max of one |
| health | Not required, there can only be max of one |
| items | Not required, there can only be max of one |

Tag: items

Description:

This tag contains item tags.

Children:

|  |  |
| --- | --- |
| Tag | Restrictions |
| item | Not required, there is no max number of these tags |

Tag: item

Description:

This tag contains tags that define an item in the game.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| id | This is only required if the item is in the items tag in the global tag. In addition there can only be one of these tags. |
| name | Not required, there can only be max of one |
| value | Required, and there can only be max of one |
| type | Required, there can only be max of one. The value has to be potion, weapon or armor |
| globalId | This is only required if you want to use one of the global items. If this tag is added then the above tags are ignored. |
| stored | Not required, there can only be max of one. Value of true stores this item instead of equipping it. |

Tag: npc

Description:

This tag describes an npc in the game.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| name | Not required, there can only be max of one |
| health | Not required, there can only be max of one |
| hidden | Not required, there can only be max of one. If value of true is passed this NPC will be hidden until the player explores the room. |
| message | Not required, there can only be max of one |
| canFight | Not required, there can only be max of one. If value of true is passed then the player will be able to fight the NPC |
| items | Not required, there can only be max of one |

Tag: rooms

Description:

This tag describes the rooms that the room is linked too.

Children:

|  |  |
| --- | --- |
| Tag | Restrictions |
| link | Not required, but if they are included a max of 4 can be included. |

Tag: link

Description:

This tag describes the link between a room and another room.

Children:

|  |  |
| --- | --- |
| Tags | Restrictions |
| id | Required, the id of the room to link too and there can only be one. |
| hidden | Not required, there can only be max of one. If true this room is hidden until the player searches. |